



## CONTROL PAD MODES

### Primary Flight Controls

KEY	FUNCTION
B-Pad UP	Pitch aircraft Down
B-Pad DOWN	Pitch aircraft Up
B-Pad LEFT	Roll aircraft Left
B-Pad RIGHT	Roll aircraft Right
Left SHIFT + Pad UP/DOWN	Increase/Decrease Thrust
Left SHIFT + Pad LEFT/RIGHT	Increase/Decrease Nozzle Angle

### Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP + EJECT

### Outside View

Right SHIFT + D-Pad UP/DOWN	Plan Camera
Left SHIFT + Button A	Zoom In
Left SHIFT + Button B	Zoom Out

### Subsystem Controls

KEY	FUNCTION
Button STOP	Pause Subsystem
Left SHIFT + Button STOP	Toggle Fast Time
Button PLAY	Toggle Camera View/Maple View
Left SHIFT + PLAY	Enemy View
Right SHIFT + PLAY	Threat View

### Weapons Systems

Button A	Fire current weapon
Button B	Cycle through available weapons
Button C	Display Chart & Plots
Left SHIFT + Button A	Mark Target
Left SHIFT + Button B	Cycle Emitter Range
Left SHIFT + Button C	Cycle through Weapons
Left SHIFT + Right SHIFT	Release all Weapons
Left SHIFT	Cycle Left MPD
Right SHIFT	Cycle Right MPD

## JOYSTICK MODES

### Primary Flight Controls

CONTROL	FUNCTION
Back UP	Push/Grasp Down
Back DOWN	Push/Grasp Up
Back LEFT	Bank/roll Left
Back RIGHT	Bank/roll Right
Push/Grasp FORWARD/BACK	Increase/Decrease Thrust
Hat UP/DOWN	Increase/Decrease Pitch Angle

### Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off
Right SHIFT + Hat UP/DOWN	Increase/Decrease Friction Time
Right SHIFT + Hat LEFT/RIGHT	Roller Left/Right

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP + EJECT

### Outside View

Hat UP/DOWN	Pan Camera
Left SHIFT + Hat UP/DOWN	Increase/Decrease Mount Angle
Left SHIFT + Hat LEFT/RIGHT	Zoom In/Out

### Environment Controls

CONTROL	FUNCTION
Button STOP	Main Subsystem
Left SHIFT + Button STOP	Toggle Fuel Flow
Button PLAY	Outside View
Left SHIFT + Hat RIGHT	Flyby View
Left SHIFT + Hat UP	Maple View
Left SHIFT + Hat DOWN	Scenery View

### Weapons Systems

Button FWD	Fire current Weapon
Button A	Main Target/Track View
Button B	Cycle through available Weapons
Button C	Deploy Chaff & Flares
Left SHIFT + Button A	Activate
Left SHIFT + Button B	Cycle (FWD) Range
Left SHIFT + Button C	Cycle through Missiles
Left SHIFT + Right SHIFT	Release all Weapons
Hat LEFT	Cycle Left MFD
Hat RIGHT	Cycle Right MFD